



**Spectrum . Commodore . Amstrad**



ENGLISH



FRANÇAIS

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DEUTSCH



ITALIANO

# CHASE HQ

## SCENARIO

The heat is on! The steaming roads beckon your turbo-charged Porsche 928 as the screeching of tyres in the distance heralds another crime being committed.

"This is Nancy at Chase HQ" - we gotta few perps to catch, Algernon, Looks like you ain't gonna get much sleep tonight "Gotcha, Nancy baby! We're on our way!"

Details of the perpetrators vehicles flash across your in-car computer screen as you tear away down the busy L.A. streets in search of your quarry.

You are the head of SCI (Special Criminal Investigation) and the type of guys you chase don't stop for no-one! After years of experience, you have discovered that the only way of stopping these people is to ram 'em off the road!

Your limited Turbo Chargers help you catch up, but these guys seem to drive the best (and fastest) sports cars on the road, so catchin' em ain't easy.

## LOADING

## SPECTRUM

### CASSETTE

1. Place the cassette in your recorder ensuring that it is fully rewound.
2. Ensure that the MIC socket is disconnected and that the volume and tone controls are set to the appropriate levels.
3. If the computer is a Spectrum 48K or Spectrum+ then load as follows:- Type LOAD"(ENTER). (Note there is no space between the quotes). The " symbol is obtained by pressing the SYMBOL SHIFT and P keys simultaneously.
4. Press PLAY on your recorder and the game will load automatically. If you have any problems try adjusting the volume and tone controls and consulting Chapter 6 of the Spectrum manual.
5. If the computer is a Spectrum 128K then follow the loading instructions on-screen or in the accompanying manual

128K USERS: This game loads in one part.

48K USERS: This game loads in a number of parts - follow on screen instructions.

### SPECTRUM +3 DISK

Set up system and switch on as described in your instruction manual. Insert disk and press ENTER to choose 'LOADER' option. This program will then load automatically.

## AMSTRAD

### CPC 464

Place the rewound cassette in the deck, type RUN" and then press ENTER/RETURN key. Follow the instructions as they appear on screen. If there is a disk drive attached then type ITAPE then press ENTER/RETURN key. Then type RUN" and press ENTER/RETURN key.

(The I symbol is obtained by holding shift and pressing the @

PLEASE NOTE: Amstrad 64K: This is a multi-load game, follow on screen instructions.

Amstrad 128K: This game loads in one part.

### DISK

Insert the program disk into the drive with the A side facing upwards. Type IDISC and press ENTER/RETURN to make sure the machine can access the disk drive. Now type RUN"DISC and press ENTER/RETURN, the game will load automatically.

## COMMODORE

### CASSETTE

Position the cassette in your Commodore recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. Follow the screen instruction - PRESS PLAY ON TAPE. This program will then load automatically. For C128 loading type GO 64 (RETURN), then follow C64 instruction.

PLEASE NOTE: This game loads in a number of parts - follow on screen instructions.

### DISK

Select 64 mode. Turn on the disk drive, insert the program into the drive with the label facing upwards. Type LOAD"\*,8,1 (RETURN) the introductory screen will appear and the program will then load automatically.

## CONTROLS

This is a one player game which can be played with either joystick in port one or keyboard which is redefinable.

The following Spectrum joysticks may be used

KEMPSTON

SINCLAIR

CURSOR

### JOYSTICK CONTROLS

UP - ACCELERATE

DOWN - BRAKE

FIRE - CHANGE GEAR

SPACE BAR - TURBO

### PRESET KEYS

A - ACCELERATE

Z - BRAKE

K - LEFT

L - RIGHT

N - CHANGE GEAR

SPACE BAR - TURBO

P - PAUSE

Q - QUIT (Spectrum/Commodore)

ESC - QUIT (Amstrad)

Please note that on the 48k Spectrum control options may only be changed once - when the game has loaded.

## STATUS AND SCORING

You have 60 seconds to catch up with the target vehicle and then a further 60 seconds in which to ram it off the road.

Points are scored as you progress along the road.

Points are also awarded for passing cars as follows:-

First car passed - 200 points

a cumulative bonus for completing each level starting at 100,000 points.

There will be an extra bonus for completing the game.

When you catch up with the criminals car a hit indicator will appear on screen. This will show how many times you have to hit the target vehicle; when this indicator is full your car will automatically overtake the criminals and stop them.

## GAMEPLAY

Your instructions come from Nancy at Chase Headquarters as she sends a description of the criminals vehicle to your on-board computer. You have limited time to catch up to the villain, at which point you will be allotted a further time bonus to force him off the road. To achieve this you must ram his car a number of times - as shown on your status panel. If you run into any other vehicles this will slow you down and make the capture more difficult. However, you have a limited number of Turbo Boosts which will give you extra acceleration for a very short period. Use these wisely! When you have inflicted the necessary number of collisions, the criminals car will pull over to the side of the road, and you can arrest him.

There are five missions in all, each successively tougher than the last, taking you over various landscapes and through different towns. Occasionally you will be presented with a fork in the road and an arrow will indicate the shortest route to take. A constant hazard is the presence of other innocent, but appalling drivers whom you must avoid, or pay the time penalty.

The clock is ticking, crimes are being committed, your Porsche is tanked-up and the bad guys are getting away.

"LET'S GO MR. DRIVER!"

## HINTS AND TIPS

- Only use your turbo when ramming the target vehicle.
- Slow down when the road splits and follow the correct turn-off.
- Take your time when 'bashing' to increase your score.
- Try and find the hidden bonuses.
- You will score less for using the continue-play option.

## CHASE HQ

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PLEASE READ CAREFULLY THE INSTRUCTIONS FOR LOADING.

If for any reason you have difficulty in running the program and believe that the product is defective, please return it direct to: Mr Yates, Ocean Software Limited, 6 Central Street, Manchester M2 5NS.

Our quality control department will test the product and supply an immediate replacement if we find a fault. If we cannot find a fault the product will be returned to you at no charge. Please note that this does not affect your statutory rights.

# **AMSTRAD**

## **CPC 464**

Place the rewound cassette in the deck, type RUN" and then press ENTER/RETURN key. Follow the instructions as they appear on screen. If there is a disk drive attached then type ITAPE then press ENTER/RETURN key. Then type RUN" and press ENTER/RETURN key.

(The I symbol is obtained by holding shift and pressing the @ key.)

## **CPC 664 and 6128**

Connect a suitable cassette tape recorder ensuring that the correct leads are attached as defined in the user Instruction Booklet. Place the rewound tape in the cassette recorder and type ITAPE then press ENTER/RETURN key. Then type RUN" and press ENTER/RETURN key, follow the instructions as they appear on screen.

Please note that on the 48k Spectrum control options may only be changed once - when the game has loaded.

## **STATUS AND SCORING**

You have 60 seconds to catch up with the target vehicle and then a further 60 seconds in which to ram it off the road.

Points are scored as you progress along the road.

Points are also awarded for passing cars as follows:-

First car passed - 200 points

Second car passed - 400 points

This continues up to 8,000 points, but if you hit another car (other than your target) the scoring will restart at 200 points.

When you reach the target vehicle you will score 10,000 points for each hit on the first level and 20,000 points for each hit on the second level etc. There is also a 'hidden' special bonus which may be awarded.

Points will also be awarded for time remaining on each level, with

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## **CREDITS**

### **SPECTRUM AND AMSTRAD**

Programming by Jon O'Brien

Graphics by William Harbison

Music by Jonathan Dunn

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### **COMMODORE**

Coding, Graphics and Music by Teque Software Ltd.

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